LEAPSTER™
LEARNING GAME SYSTEM

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You'll find fun surprises, great games, tips & tricks, and more for the LEAPSTER and LEAPSTER L-MAX™ learning games systems at LeapsterWorld!

Use the secret codes you've earned in some games to unlock secret prizes on www.leapsterworld.com!

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Want to know how to access secret content or improve your scores? Go to www.leapsterworld.com for Tips & Tricks!

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Find out about the newest LEAPSTER L-MAX and LEAPSTER games!

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LEAPFROG

LEAPSTER L-MAX™

LEARNING GAME SYSTEM

Parent Guide

www.leapfrog.com

This guide contains important information.
Please keep it for future reference.

MARVEL™

SPIDER-MAN™

THE CASE OF
THE SINISTER SPELLER

Swing into action with Spider-Man and experience classic intrigue and suspense! Read along with this original comic book and play 4 action-packed learning games! Then plug into the TV to challenge Goblin and find every word he has misspelled!

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In:

1. Follow the on-screen instructions to sign in.
2. The Leapster L-Max™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Many Ways to Play:

Spider-Man The Case of the Sinister Speller lets players read an action packed e-Comic and play 4 learning games—on the go or on the TV! And when you plug the LEAPSTER L-MAX handheld into the TV, you unlock the fifth learning game!

To turn off the background music, touch the music note. Players can start the story from the page where they left off by touching the book in the lower left corner of the screen. Players can access the web codes they've earned by touching the key in the bottom of the screen.

LEAP FROG

LEAPSTER L-MAX™

LEARNING GAME SYSTEM

Check out the ever growing Leapster L-MAX Learning Game System Library!

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Coming Fall 2005!

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

All titles may not be available in all markets.

Learning at All Levels

The games in *Spider-Man—The Case of the Sinister Speller* advance through two levels of difficulty. Level 1 is designed for first graders, while Level 2 covers curriculum for second grade. Both levels introduce spelling patterns and phonetic elements in *Snapshot, Darkroom Doodles* and *Control Panel,* as well as comprehension and language-usage skills in *Web Sling* and *Goblin's Challenge*.

How a Tutorial Works

Players may access tutorials by pressing the Hint button. Players are taken to a demonstration that shows Spider-Man's wristwatch connecting to the World Wide Web to help the player with a variety of specific curriculum concepts, such as spelling, letter patterns and more, breaking them down step-by-step.

Fun surprises, tips and tricks at www.leapsterworld.com!

The website www.leapsterworld.com is the place to go to learn fun game tips and to unlock special surprises using secret codes earned while playing the game.

There are 3 secret codes built into this interactive book. Players earn codes by playing games and sharing secrets with Spider-Man. Once you've got a secret code, log onto www.leapsterworld.com to get your fun surprises!

Learning on the go or on the TV!

Spider-Man—The Case of the Sinister Speller

STORY SUMMARY

All over the city, signs are being removed and replaced with counterfeit signs that are spelled incorrectly. Can Spider-Man find the villains who are behind this sinister misspelling spree and foil their plot before it's too late?

Story Options: Players choose from four options to hear the story read aloud and/or play the games:

- Press READ AND PLAY to make the story interactive. Players use the forward and back arrows at the bottom of the pages to control the pace of the story. They can also touch story pictures, and access games in this mode.
- Press READ TO ME to hear the narrator and the characters read the whole story without pausing to play the games and activities. Note: The player can interrupt this mode at any time to enter READ AND PLAY.
- Press CHOOSE A CHAPTER to go to the specific section of the story that the player wants to read.
- Press GAMES to go to the Games menu.

Story Features: Players can access these features from READ AND PLAY. Press ■ to hear the page text reread.

- Press to play a game and choose its level of difficulty. Encourage your child to experiment by touching different parts of the screens to find hidden features.

Snapshot Game

HOW TO PLAY

Help Peter Parker gather photographic evidence of word crimes using the arrow keys to manipulate the camera's view. Players scan the city for signs with misspelled words, zoom in on them by pressing the "B" button, and take pictures by pressing the "A" button.

WHAT'S BEING TAUGHT?

Proofreading: An ability to read carefully in order to catch spelling errors.

At all levels: Players proofread simple sight words, and words in simple spelling patterns; words with consonant blends; words with short and long vowel sounds; words with initial and final digraphs: *sh, ch, wh, th*; words with *r*-controlled vowels; words with the sounds /aw/ and /oo/; and multi-syllabic words.

Note: Level 1 is comprised primarily of sight words and words of 3 to 5 letters in phonetically regular patterns, while Level 2 includes more complex spelling patterns and words of up to 8 letters long.

WHY IS THAT IMPORTANT?

Visual skills come into play when children proofread their writing. This important step in the writing process ensures that children check their work. The *Snapshot Game* builds the visual proofreading skills that help the ability to spell words correctly become an instinctual part of writing.

Darkroom Doodles Game

HOW TO PLAY

Peter Parker finds that the words aren't just misspelled, they're scrambled! Players can help Peter fix the signs by dragging and dropping the letters with their pen and placing them in the correct order to spell words.

WHAT'S BEING TAUGHT?

Spelling: An ability to break words down into sounds and transcribe those sounds in order; an ability to apply the rules and patterns of the language to spell words with sounds that have variant spellings.

Level 1: Players use spelling patterns to decode words with short and long vowel sounds, consonant digraphs, and consonant blends.

Level 2: Players use spelling patterns to decode words with vowel digraphs, diphthongs, and vowels controlled by the letter *r*.

WHY IS THAT IMPORTANT?

Visual memory is an important way to learn similar sounds with variant spellings. Children often study word families to highlight common patterns of consonants and vowels. This game further reinforces a child's sense of the patterns in words by calling upon them to apply those patterns to a series of letters to form words.

Control Panel Game

HOW TO PLAY

At GG & Co.'s factory, Spider-Man must enter a security code to gain access. Players help Spider-Man crack the code by using their word morphing abilities. Morph one word into another by changing a single letter until the target score is reached.

WHAT'S BEING TAUGHT?

Word building: An ability to identify words by their letter patterns and build new words by changing those patterns through letter substitutions.

Level 1: Players make new words with short and long vowel sounds.

Level 2: Players make new words with short and long vowel sounds and with vowel and consonant digraphs.

WHY IS THAT IMPORTANT?

To become more proficient readers and spellers, children need to hone their ability to analyze spelling patterns in words. One great way to explore spelling patterns is to pick out and manipulate the sounds in those words. Sound substitution helps children not only fine-tune sound/symbol associations but also build their recognition of where particular spelling patterns are likely to appear in words.

Web Sling Game

HOW TO PLAY

The story can't go to press until the facts are checked. Help Spider-Man check the facts by answering questions about the story. Using the arrow keys to aim Spider-Man's hands, players press the "A" button to shoot a web at an answer.

WHAT'S BEING TAUGHT?

Reading comprehension: An ability to recall details from the story including:

- the plot, or what happened at the beginning, middle and end of the story
- the characters; what they said and did
- the sequence of events and/or actions

WHY IS THAT IMPORTANT?

Reading has many purposes. It can inform, entertain, and persuade, but only if readers understand what they are reading. At its most literal level, comprehension involves an understanding of the general topic and an ability to recall details.

Unlock More Learning on the TV!

***Spider-Man—The Case of the Sinister Speller* is designed for learning on-the-go or on-the-TV. Plug your LEAPSTER L-MAX™ into the TV and share the action with everyone in the room! When played on the TV, players will have access to Goblin's Challenge!**

Goblin's Challenge Game

HOW TO PLAY

The Green Goblin is tired of scrambling signs. Now his crime against words is in the story itself. Players are challenged to find the story words the villain has changed as they listen to the narrator read the text. Touch on screen and then touch the scrambled story word.

WHAT'S BEING TAUGHT?

Listening and language skills: An ability to listen to ensure correct context and language use, e.g. an understanding of synonyms and antonyms, parts of speech, noun/verb agreement, noun/pronoun agreement, and so on.

WHY IS THAT IMPORTANT?

Children frequently must listen to instructions from their teacher, stories read aloud by a parent or, directions provided by a coach. This game helps develop listening skills essential to your child's success in school and life.

U. S./Canada Consumer Service Contact:
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U.S./Canada Office:
Telephone: (800) 701-LEAP (5327)
Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

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